

War Kings V – Reference – Erich Trowbridge

Yambo Oulougum						Hero (Cav)			
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Cost
1	8 10	3+	-	5+	3	1	5	13/15	150
Crushing Strength (1), Thunderous Charge(1), Individual, Mighty, Very Inspiring, Command(Blue(1)) Keyword: WarKing SP +1 Gnome-Glass Shield(10) – DE 6+ until wounded Brew of Haste (20) – SP +1 Trickster's Wand (15) – Hex(2) Aura(Phalanx)									
Spell Range Targets Description									
Hex	30"	Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.						

Universal Orders List

Name	Cost	Phase	Description
Accuracy	1	Any	When the unit rolls to hit in Melee or at Range, it can re-roll one of the dice that failed to hit. A unit given this Order may not use the Blast Special Rule for this Turn.
Strength	1	Any	When the unit rolls to damage in Melee or at Range, it can re-roll one of the dice that failed to damage.
Endurance	2	Movement	The unit regains one point of damage it previously suffered.
Reposition	3	Movement	When issuing a Sidestep Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Tactical Retreat	3	Movement	When issuing a Back Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Channel Power	3	Shooting	Increase the (n) value of one non-Unique Spell by +1 until the end of the Turn.
Far Spell	3	Shooting	Add 3" of Range to a single non Unique spell ranged attack until the end of the Turn.
Stubborn	5	Movement	The Unit loses its Wavered Status but remains disordered and cannot issue a charge or countercharge order this Turn.
Vigilance	6	Melee	The unit may, after rolling to hit and to damage in the Melee phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Melee.

War King Orders

Name	Cost	Phase	Description
A king without power is an absurdity	*	End of Turn	If the war king is still on the table, you may choose to save power points from one round to the next. At the end of the turn, the war king may carry over up to 3 power points to the next at a cost of 2 points per point carried over. (i.e. 2 pts carries over 1, 4 -> 2, 6 -> 3).
In the land of the blind the one-eyed man is king	3	Movement	If the war king has Line of Sight to a target unit, you may spend 3 power points to give line of sight to a friendly unit with 6" of the war king that DOES NOT have line of sight to the target unit. This may allow a unit to charge that previously could not. This does NOT change the friendly unit's position or facing.

Faction Orders

Name	Cost	Phase	Description
Rock and Stone!	4	Movement	Unit with the Dwarf Keyword only. This unit gains the Vengeance Unique Special Rule (see below) Until the end of the Turn. If the unit already has Vengeance, whilst Counter Charging, it gains Crushing Strength (+2) instead of (+1). Vengeance: While Counter Charging, this unit has Crushing Strength (+1)
Magical Resistance	3	Movement	This order can be used twice per player Turn. This unit gains the Spellward Special Rule until the end of the Turn.